SEGA™

SEGA SATURN™

TRUEPINBALL™

TP

OFFICIAL
SEGA
SEAL OF
QUALITY

ocean®

KIDS TO ADULTS

K-A

CONTENT RATED BY
ESRB

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-16406H

HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, dry soft cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.
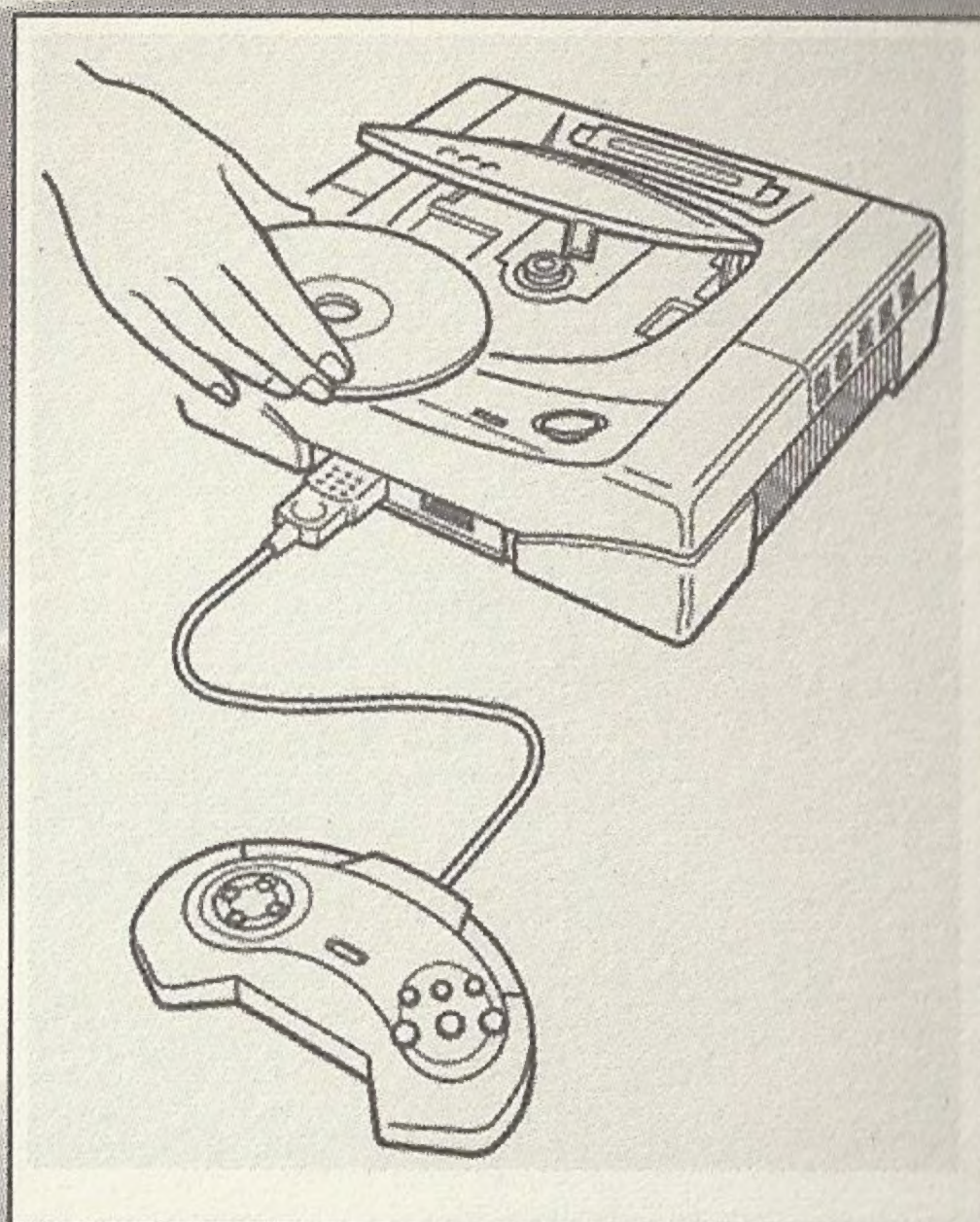
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

table of contents

introduction

Welcome to True Pinball,™ the latest and greatest pinball simulator from Ocean and Digital Illusions. Prepare to enter the closest and most accurate simulation of pinball ever created. Enjoy the amazing graphics in 2D or 3D views using Hi-Res and 32,000 colors. Be amazed by the realistic table layouts which include all the latest effects available on real tables, incredible music and authentic sound effects. This is really what the name says, this is True Pinball.
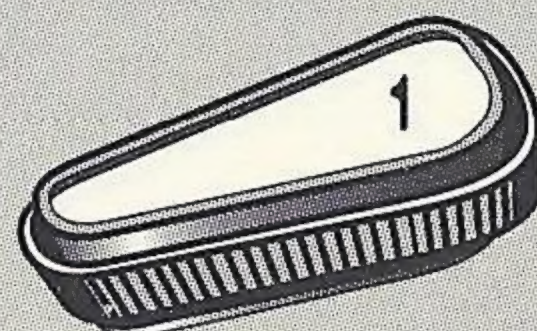
EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.

Preferably play the game on a small television screen.

Avoid playing if you are tired or have not had much sleep.

Make sure that the room in which you are playing is well lit.

Rest for at least 10 to 15 minutes per hour while playing a video game.
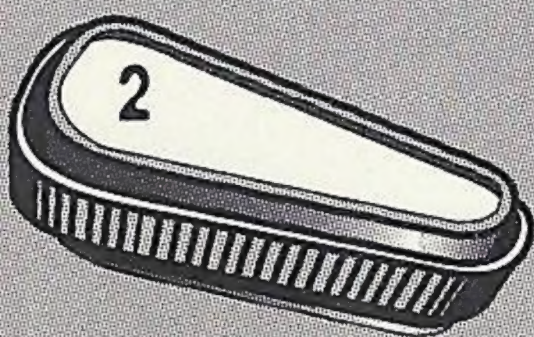
starting up

HOW TO USE YOUR SEGA SATURN SYSTEM

This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player – doing so may damage the headphones and speakers.

1. Set up your Sega Saturn System by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1.

2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.

3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.

4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.

5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.

Sega Saturn System

Control Pad 1

3
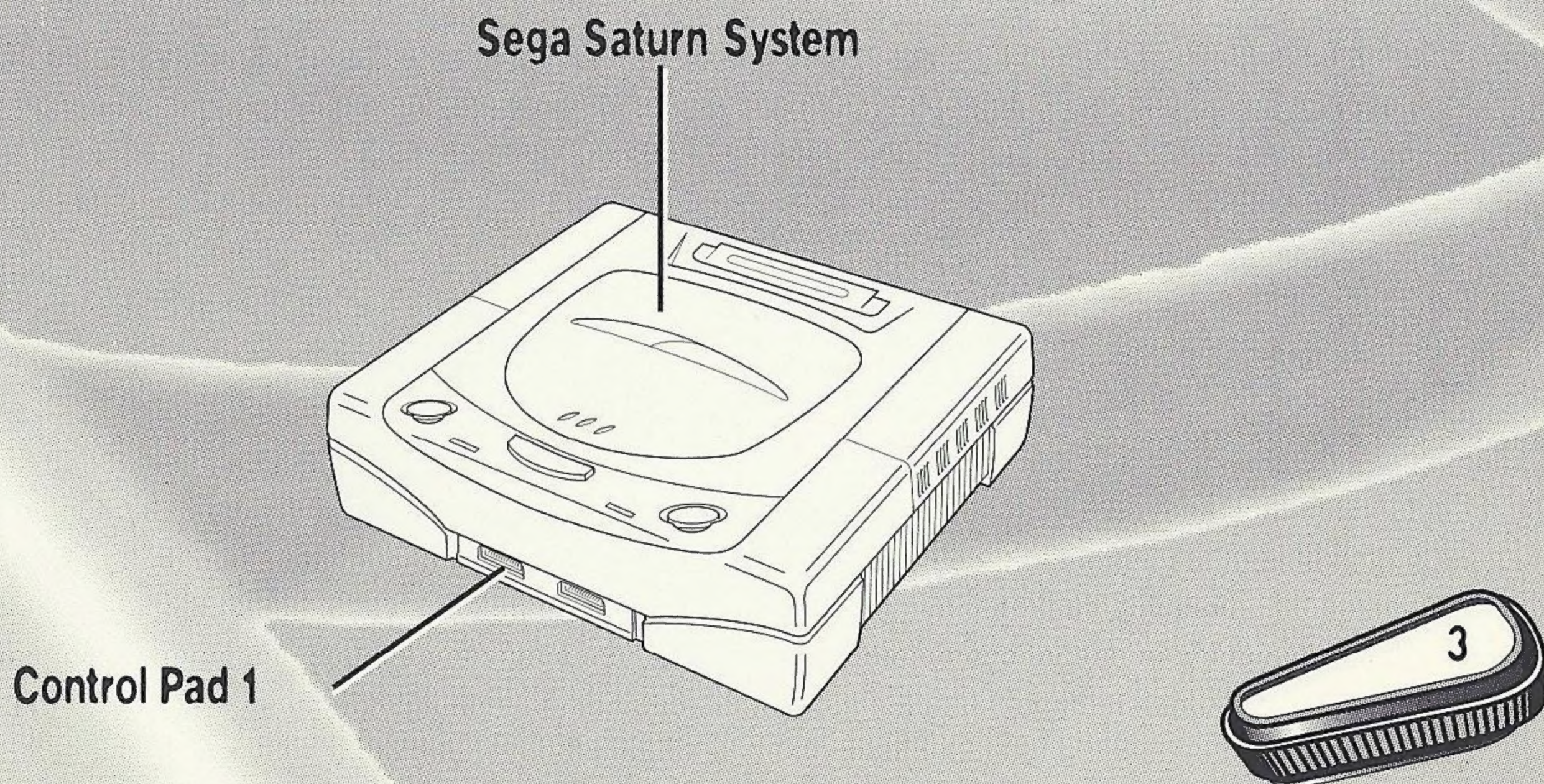
Controls

The menu system:

All menus use the following controls:

Button:	Action:
Up/Down	Select an option on the menu (when present)
Start or "B"	Confirm or change the current selection
A Button	Go back to the previous menu
Left/Right	Spin wheel menu clockwise/counter-clockwise

Controls:

Once you have loaded a table, use the following controls to start playing (Default).

Left

Right

Y Button

Z Button

C Button

B Button

START

X Button

A Button

4
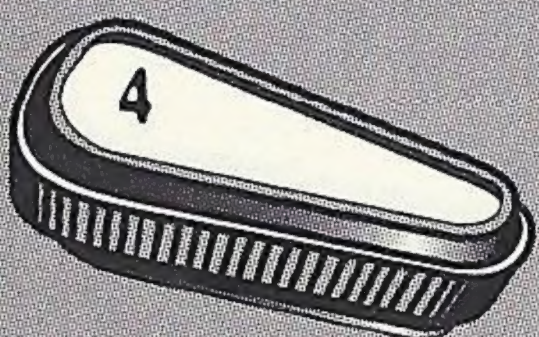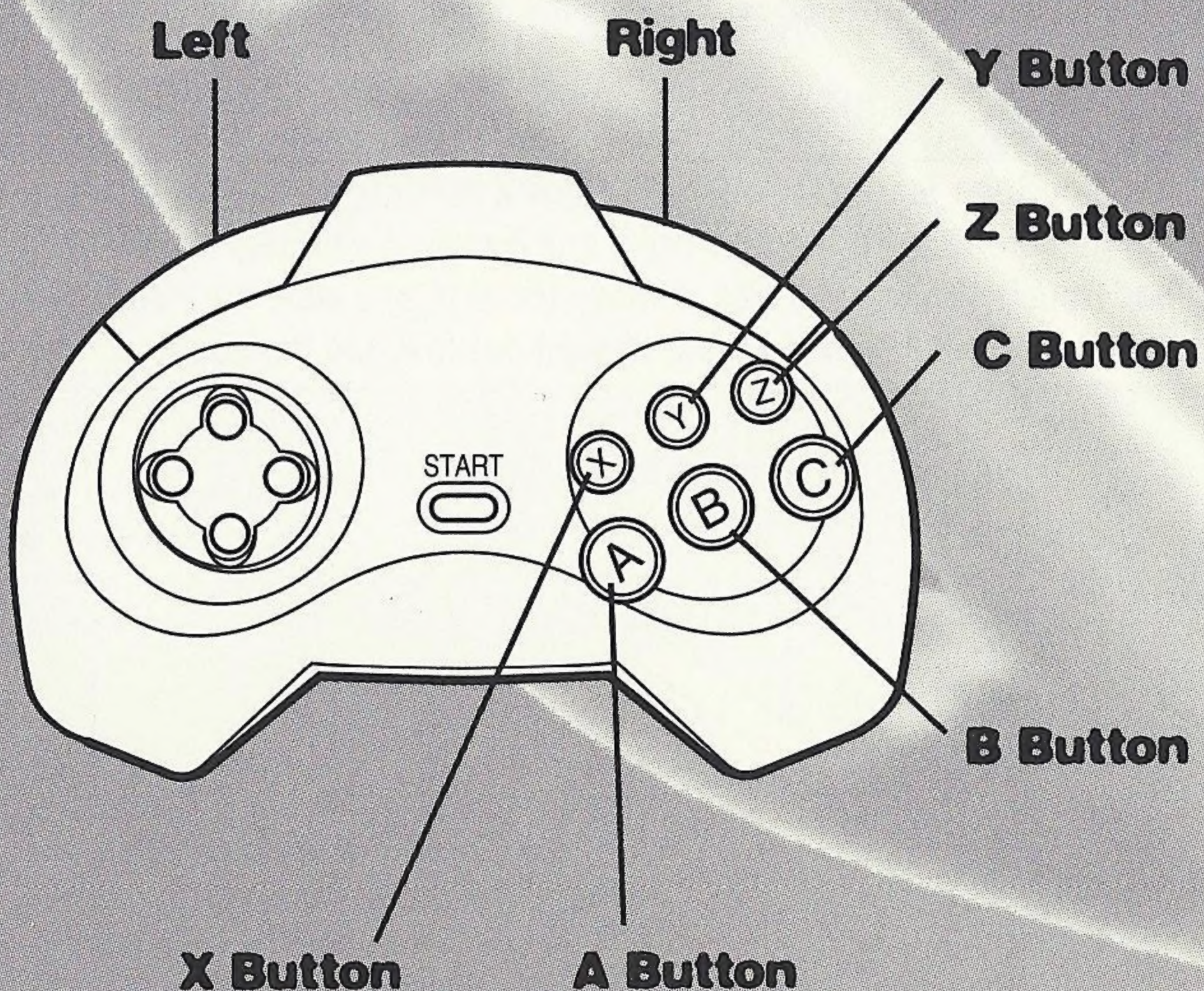
Button:	Action
Y Button	Add 1 player
C Button	Shoot ball into play
Direction Pad Left	Flip left flippers
A Button	Flip right flippers
B Button	Nudge table upwards
Top Right	Nudge table to the right
Top Left	Nudge table to the left
Start	Pause game

During Pause:

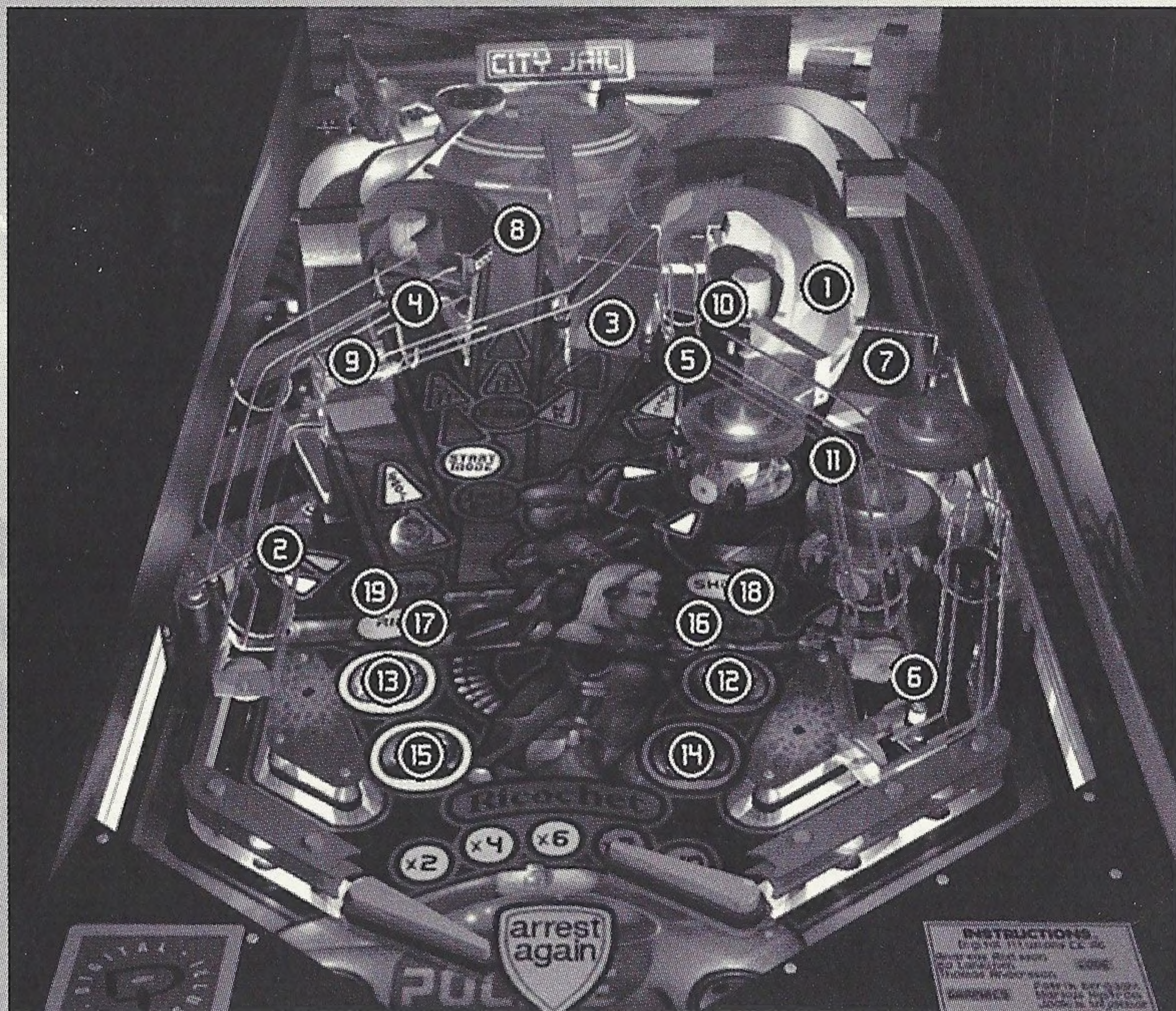|	
X Button	Quit table
Start or "A"	Restart table

High Scores:

When you manage to achieve a good enough score for the high score table, enter three initials for your name. Use the D-pad to select characters and the A button to go to the next character position.
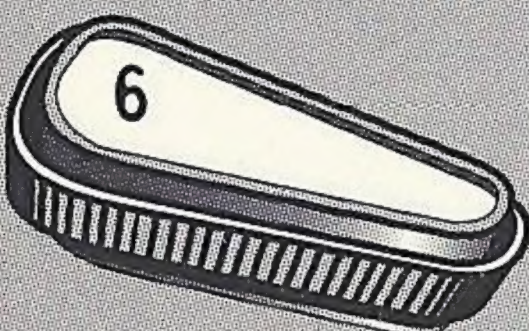
law n' justice

SKILL-SHOT

Shoot this ramp ① to score a Skill Shot after launching a ball from the chute.

MULTI-BONUS

Enable MULTI-BONUS shoot by shooting BOTH these touch targets ②.

Collect MULTI-BONUS by shooting this ramp ③.

EXTRA BALL

Enable the Extra ball by getting 10x bonus or reaching the eight hover spot.

Collect the extra ball in this ball trap ⑧.

RAMP COMBOS

Collect by repeatedly shooting a ball through one of the flashing ramps.

BALL-LOCK

Enable lock by shooting the two drop targets ⑤.

Lock the ball by shooting this ball trap ⑩.

After the required number of balls have been locked the 2-ball M-ball mode will start.

2-BALL M-BALL MODE

Is started by the Ball-Lock feature.

Score Jackpot by shooting the left ball-trap ④.

Increase Jackpot value by shooting these touch targets ②.

Re-enable Jackpot by shooting BOTH left touch targets ②.

HOVER SPOT

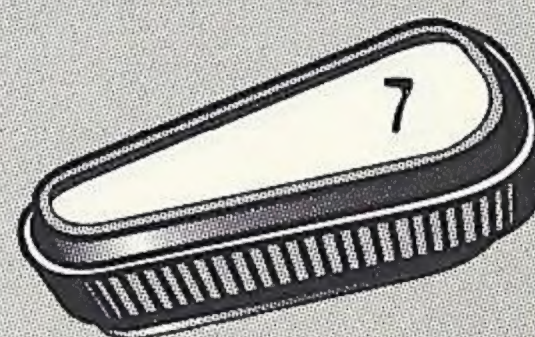The Hover spot light is enabled by these lane roll overs ⑥.

Collect by shooting this ramp within the given time ⑨.

MISSIONS (MODES)

Enable MODE start by shooting this ramp ①.

Start the flashing mode by shooting this ball trap ④.

The bumpers advance the mode selection ⑪.

DRUG-BUST MODE

This light ⑫ indicates the DRUG-BUST mode.

Shoot this ramp ⑦ six times to enable the SUPER JACKPOT.

PRISON BREAK MODE

This light ⑯ indicates the PRISON BREAK mode.

Shoot the mushroom bumpers ⑪ or targets to add prisoners.

Shoot the City jail to score added prisoners.

Enable the SUPER JACKPOT by busting 25 prisoners.

RIOT MODE

The RIOT light ⑰ indicates this multiball-mode.

Shoot all five flashing lights to enable the SUPER JACKPOT.

The mode restarts after completion as long as more than 2 balls remain in play.

DOWNTOWN SHOOT-OUT
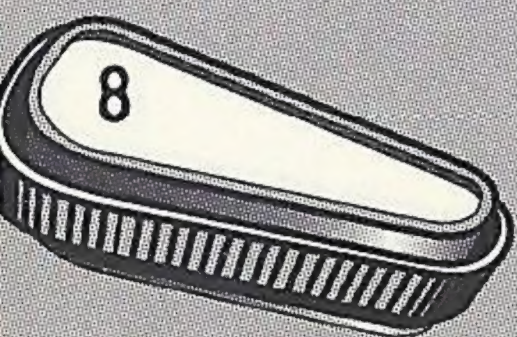
This light ⑱ indicates the DOWNTOWN SHOOT-OUT mode.

This mode is a VIDEO MODE thus it is played in the score panel.

Use the flippers to move the crosshair over the bad guys. The shot is automatic.

BOMB MODE

This light ⑬ indicates the BOMB mode.

Shoot all flashing ramps to enable the SUPER JACKPOT.

SNIPER MODE

This light ⑲ indicates the SNIPER mode

Shoot all five flashing lights in successive order to enable the SUPER JACKPOT.

ARSON MODE

This light ⑮ indicates the ARSON mode.

Shoot all flashing lights to enable the SUPER JACKPOT.

HOVER CHASE MODE
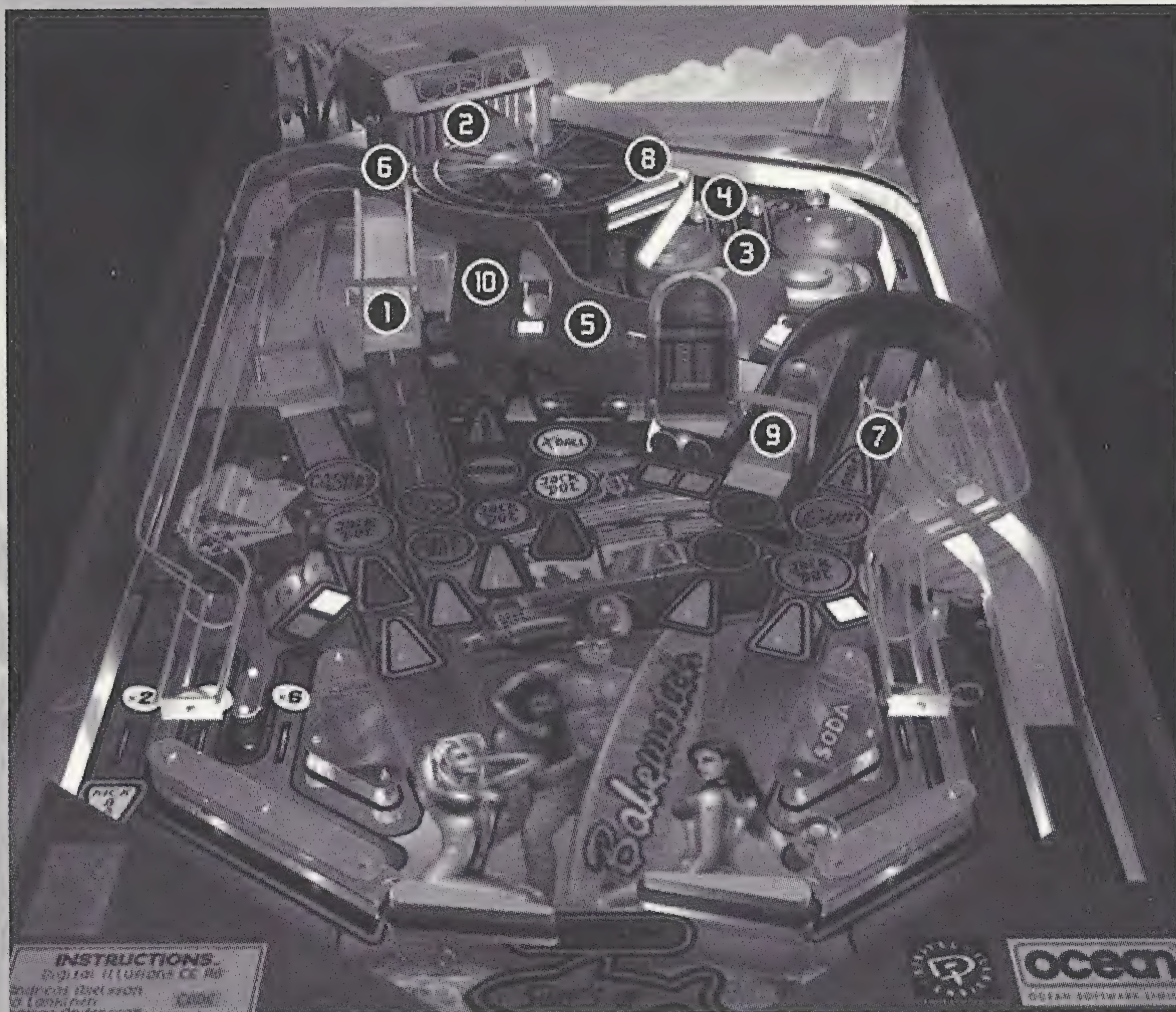
This light ⑭ indicates the HOVER CHASE mode.

Shoot this ramp eight times to enable the SUPER JACKPOT.

FINAL ARREST

This mode is enabled after completing all eight of the previous modes.

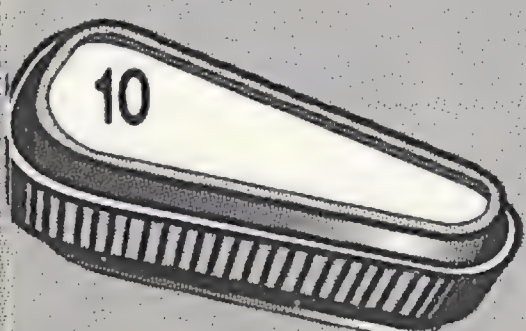Shoot all flashing ramps to score massive points.

babewatch

MULTI-BONUSES

Light all three of these lights ④ to collect a MULTI-BONUS.

Scoring 10x enables the EXTRA BALL.

CHICKEN RACE

Start the CHICKEN RACE by shooting this ramp ① five times.

Score RACE POINTS by shooting the same ramp during the given time, finish the race by making five shots.

CASINO AWARD

Enable by shooting the ball into this ball trap ⑤.

Score random awards by shooting the casino ball trap ②.

DUDE ACCESSORIES

Hidden somewhere on the table.

Finding all five accessories enables the **EXTRA BALL**.

EXTRA BALL

Is enabled by scoring 10X bonus or finding all **DUDE ACCESSORIES** or is awarded as a **CASINO AWARD**.

IMPRESSION MODES

To enable shoot this ramp ⑥.

The modes are always enabled in this order: **GYM, SURFING, BURGER, CASINO** and **BABE-HUNT**.

A Super Jackpot will be enabled after finishing each mode.

BEACH-GYM MODE

Start by shooting this lane ⑦ when the **GYM** light is flashing.

Increase **JACKPOT** value at the **MUSHROOM BUMPERS** ③.

Enable **JACKPOT MODE** by locking one ball in this ball trap ⑧.

SURF MODE

Start by shooting this ramp ⑨ when the **SURF** light is flashing.

Increase **JACKPOT** value by shooting the flashing ramps.

Enable **JACKPOT** mode by locking two balls in any of these ball traps: ②, ⑤, ⑧.

BURGER MODE

Start by shooting this lane ⑩ when the BURGER light is flashing.

Increase JACKPOT value by shooting the flashing lights.

Enable JACKPOT mode by locking three balls in any of these ball traps: ②, ⑤, ⑧.

CASINO MODE

Start by shooting this ball trap ② when the CASINO light is lit.

Increase JACKPOT value by shooting the flashing targets.

Enable JACKPOT mode by locking four balls in any of the flashing ball traps.
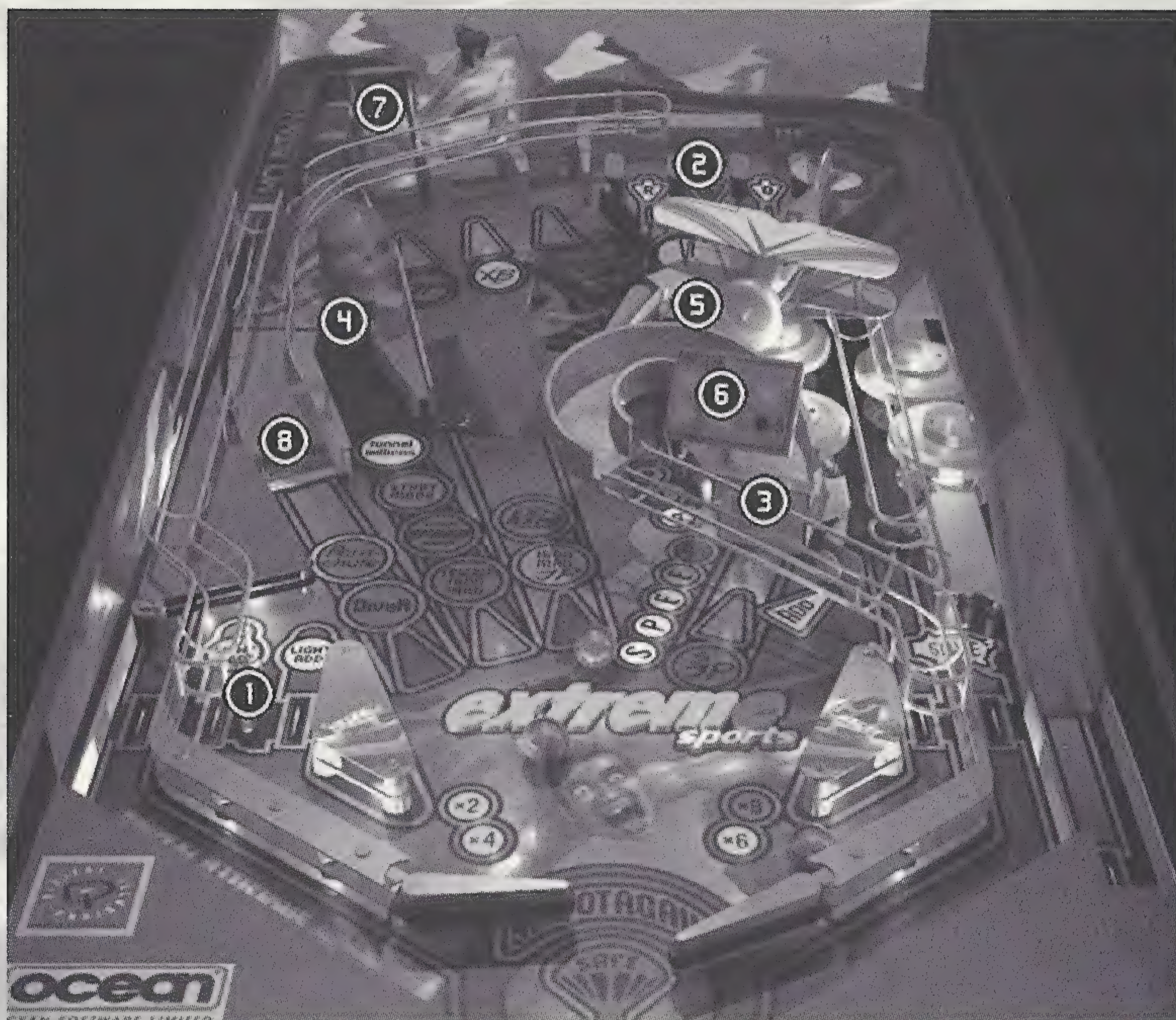
BABE HUNT MODE

Start by locking one ball in the top right BALL LOCK ⑧.

Score BABE JACKPOTS by repeatedly shooting this BALL LOCK ⑧ four times.

Score the SUPER BABE JACKPOT on the fifth shot.

extreme sports

E-X-T-R-E-M-E

Light one **EXTREME** letter by shooting the left flipper return lane then the right flashing target ①.

Score one of the five different **EXTREME** sports by shooting at the flashing lights.

MULTI BONUS

Light all of these roll overs ② to collect a **MULTI-BONUS** and light one letter of **EXTREME**.

Scoring 10X bonus enables the **EXTRA BALL**.

EXTRA BALL

Is enabled by getting 10X bonus or reaching **EXTREMIST MODE**.

SPEED

Start a **SPEED MODE** by shooting this ramp ③ 4 times.

Build your **SPEED** points on this ramp ③ during the time given.

Score **SPEED** points by shooting this passage ④.

SUPER SPEED BALL

Is enabled as the fifth **SPEED MODE**.

Collect the displayed **SPEED JACKPOT** by shooting the flashing lights.

EXTREME SPORTS MODES

To enable **START MODE** shoot this passage ⑤.

To start the selected mode shoot this passage ④.

These lights ⑥ indicate the current mode and are changed by the bumpers and side kickers.

IRON MAN RACE MODE

Finish each of the three events by shooting all three flashing ramps.

This will enable the **SUPER IRON MAN JACKPOT** on this ramp ⑦.

FREE FALL MODE

Shoot this ramp ③ to increase the **PARACHUTE JACKPOT** value.

Collect the **PARACHUTE JACKPOT** on this ramp ⑧.

This is repeated 3 times.

CLIFF DIVING MODE

Increase the DIVE score by shooting the bumpers.

Collect the current DIVE score by shooting this ramp ⑧.

OFF-PISTE MODE

Collect different JUMP scores on each of the flashing lights.

Collecting all five enables the WHITE POWDER JACKPOT.

Collect the WHITE POWDER JACKPOT on this ramp ⑦.

BUNGEE-JUMP MODE

Do five jumps at the flashing lights to enable the RUBBER BAND SUPER JACKPOT.

Collect the RUBBER BAND SUPER JACKPOT on this ramp ⑧.

SPEED CLIMBING MODE

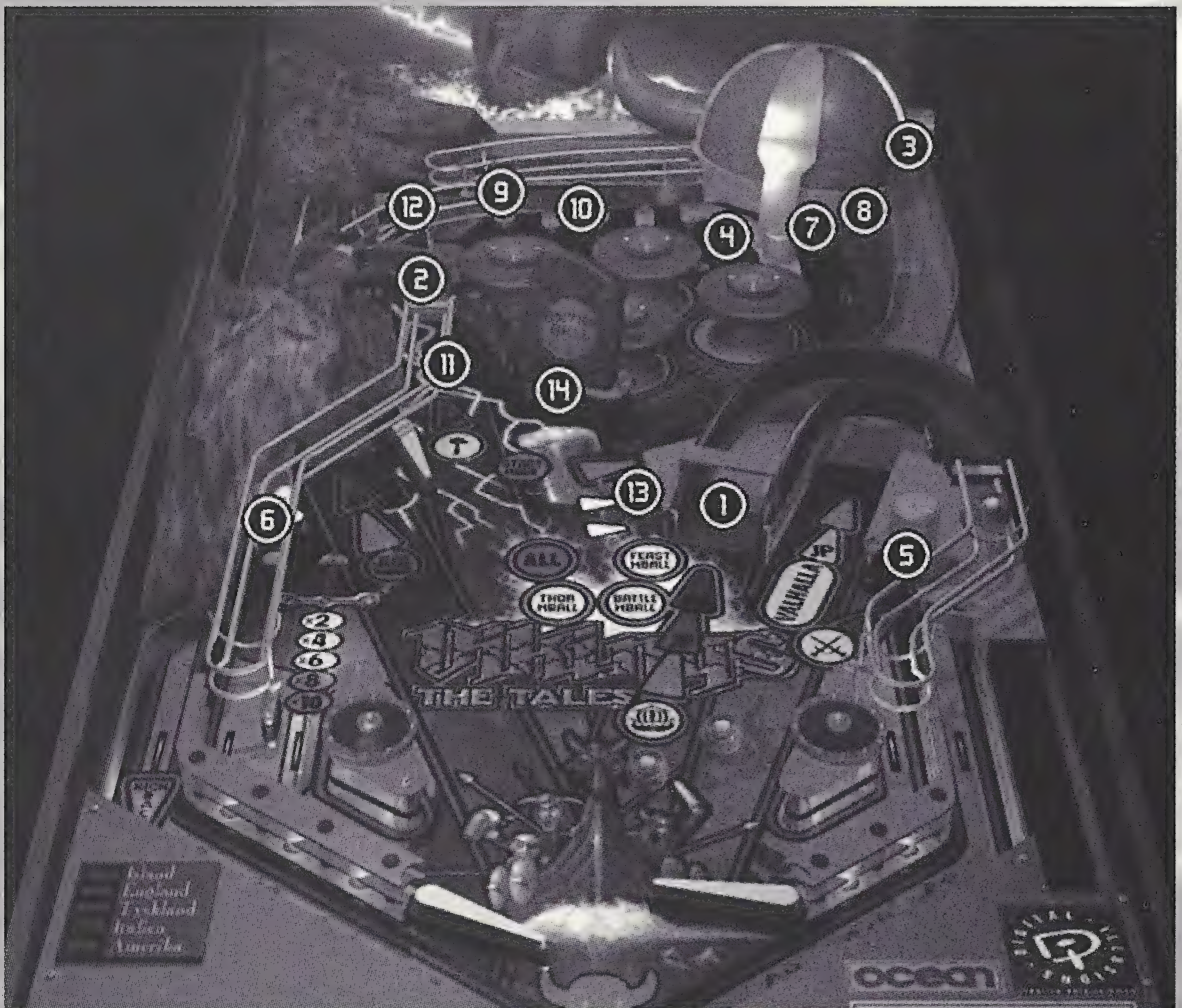Climb the rock face by shooting these lights.

Reach the top to score the MOUNTAIN GOAT JACKPOT.

THE EXTREMIST MODE

Completing all six previous modes enables this mode.

Collect the six JACKPOTS at the flashing lights to re-enable them all!

vikings

SKILL-SHOT

Launch a ball from the chute and shoot this ramp ❶ before the
light times out.

SHIP HURRY-UP:

Build your ship by shooting the left and right ramps ❷, ❶ after
each other.

Once the ship is built shoot this ball trap ❸ to score the SHIP
BONUS.

ITEMS

Enable ITEMS by hitting these three drop targets ④.

Collect ITEMS in this ball trap ⑤.

Collect all ITEMS to enable the EXTRA BALL.

COMBOS

Get 15 combos to score a mystery award.

KICK BACK:

Is enabled by hitting these touch targets ⑥.

MULTI BONUS

Enable by shooting this loop ⑦.

Collect by shooting this ramp ① directly.

EXTRA BALL

Is enabled by collecting all ITEMS or by finishing the SAILING video mode or by collecting 10X bonus.

FEAST M-BALL

Enable lock by hitting these targets ⑥.

Start FEAST M-BALL by locking three balls in the right loop ball trap ⑧.

Collect FEAST JACKPOTS on the left return ramp ⑨.

BATTLE M-BALL

Start by lighting all top roll-overs ⑩ then shoot this ball trap ⑤.

Shoot all flashing ramps to enable the SUPER JACKPOT.

Score the SUPER JACKPOT in this lane ⑪.

THOR M-BALL

Start by hitting all drop targets in this lane ⑪, ⑫ three times.

Shoot the right targets ⑬ to increase the THOR JACKPOT.

Score the THOR JACKPOT in the THOR lane.

COUNTRY MODES

The six country modes are enabled by shooting this trap ③.

Start the modes in this ball trap ⑭.

ENGLAND

Repeatedly shoot this ramp ⑨ all the way up to the helmet to knock the knights off their horses and win the hand of the lady.

ICELAND

Shoot the flashing ramps to get away from the furious polar bear.

GERMANY

Hit all flashing ramps to prove yourself as the mightiest in the northern hemisphere.

ITALY

Hit the bumpers to defeat the opponent in the coliseum fight.

LABRADOR

Shoot for the flashing ramps to discover how much punishment a dragon ship can take.

SAILING (Video mode)

Control the boat with the flippers, collect all bonuses to score the EXTRA BALL.

VALHALLA MODE

Starts after all other modes are completed.

Shoot the flashing ramps four times for each GOD.

Make all six GODS laugh to become the KING OF VIKINGS.

technical support

If you have questions, our technical support department can help. Call us at (408) 289-1411 Monday through Friday, between 8:00 a.m. and 5:00 p.m. Pacific Time. Or, write to us at:

TECHNICAL SUPPORT OCEAN OF AMERICA, INC.
1870 LITTLE ORCHARD ST. SAN JOSE, CA 95125-1041

Whether you call or write, please be sure to give the following information: product name, Sega Saturn platform, description of the problem you're having.

Credits:

True Pinball was created by Digital Illusions CE AB

Programming - Thomas Andersson, Andreas Axelsson and Bo-Staffan Lankinen

Graphics - Patrik Bergdahl, Markus Nystrom and Joakim Wejdemar

Music and sound effects - Olof Gustafsson

Table designs - Andreas Axelsson and Olof Gustafsson

Table effects - Andreas Axelsson, Olof Gustafsson and Fredrik Liliegren.
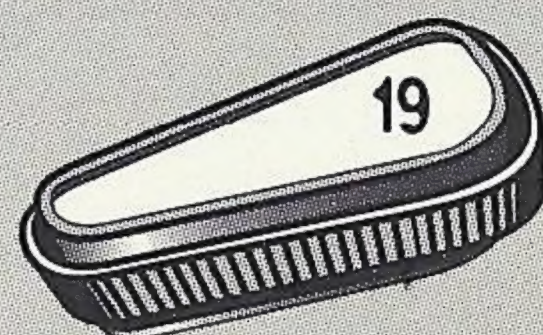
Speech samples - Sara Granath and Olof Gustafsson

Manual - Fredrik Liliegren

Direction - Fredrik Liliegren

Producer - Gina Jackson Ocean Software Ltd.

warranty

Ocean of America, Inc. warrants to the original purchaser only that the CD provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of ninety (90) days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the CD to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the CD, free of charge to the original purchaser (except for the cost of returning the CD) is the full extent of our liability.

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